

FIG. 3

APPROVED O.G. FIG.

BY CLASS SUBCLASS

DRAFTSMAN

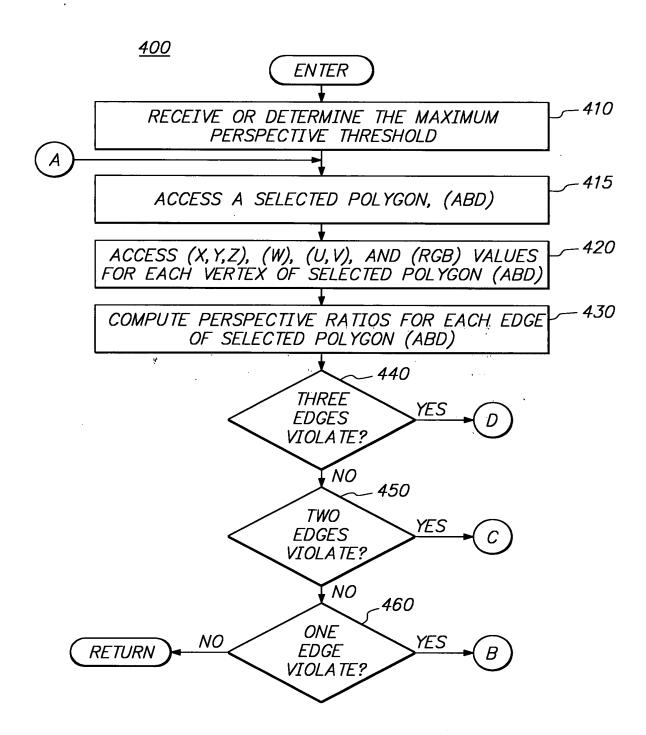
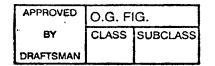


FIG. 4A



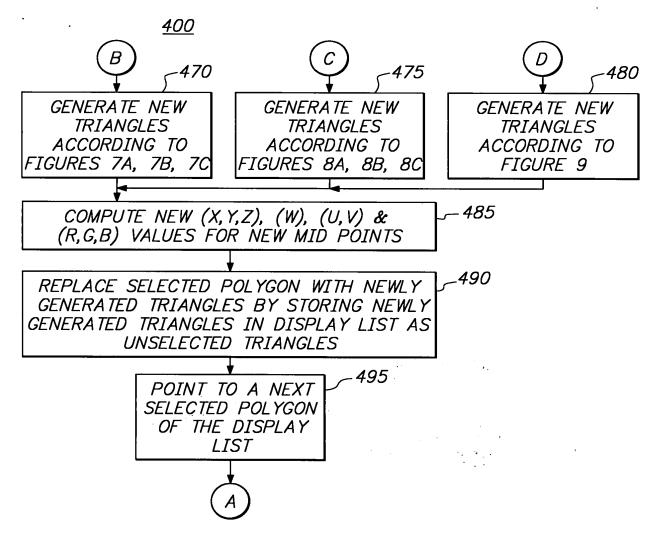
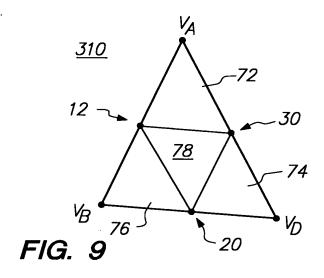
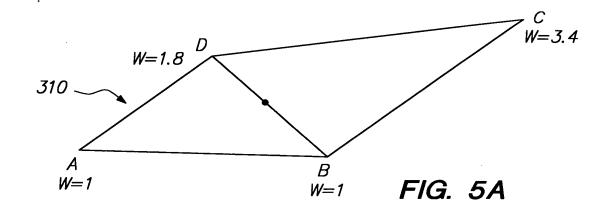
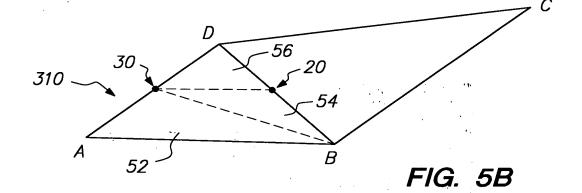


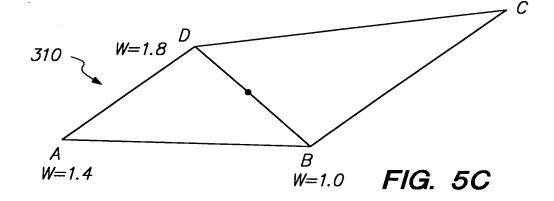
FIG. 4B

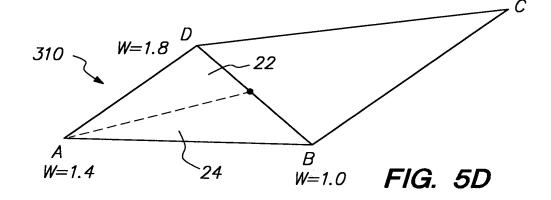


APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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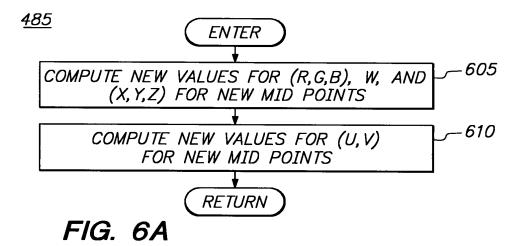


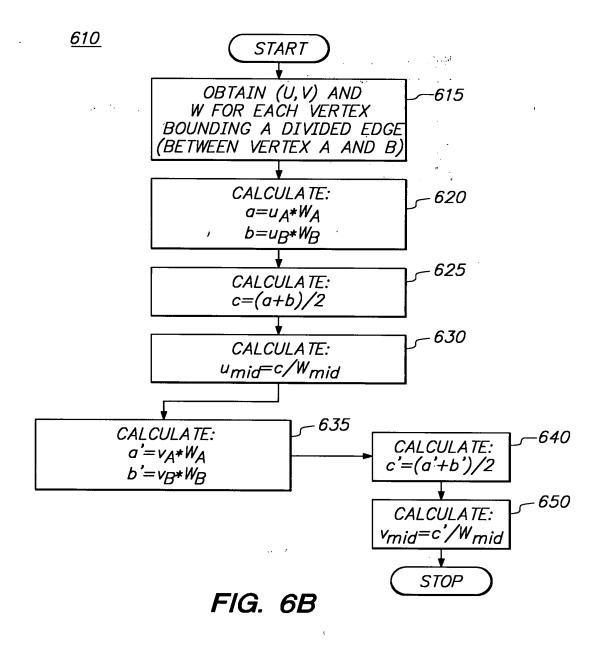






APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		





APPROVED	O.G. FIG.	
BY.	CLASS	SUBCLASS
DRAFTSMAN		

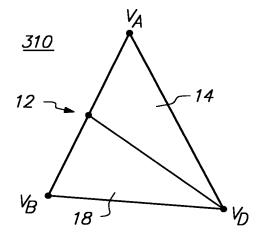


FIG. 7A

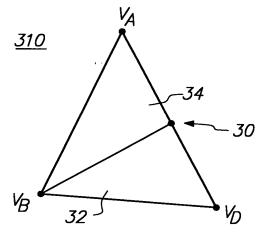
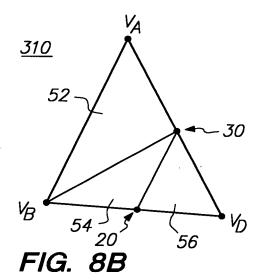


FIG. 7C



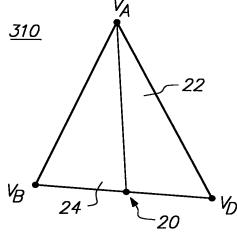


FIG. 7B

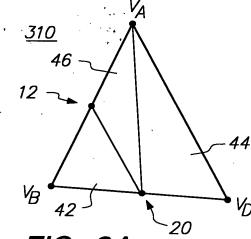


FIG. 8A

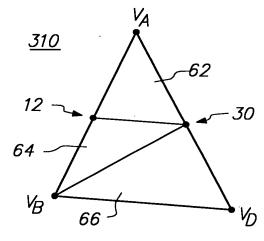


FIG. 8C

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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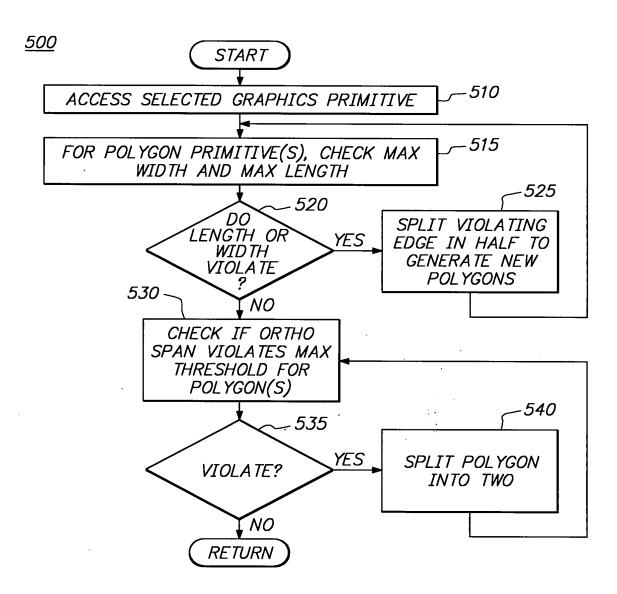


FIG. 10

CLASS SUBCLASS BY -DRAFTSMAN 700 START 710 ACCESS SPEED/QUALITY VALUE (S/Q VALUE) 715 SET ALL VALUES TO DEFAULT (E.G., FLOATING POINT) - *720* IS S/Q VALUE<GEOMETRY THRESHOLD THEN PERFORM PARAMETERIZATIONS USING FIXED POINT CALCULATIONS. ELSE USE DEFAULT 730

APPROVED

O.G. FIG.

IS S/Q VALUE<Z-BUF THRESHOLD THEN DETERMINE Z-BUFFER VALUES USING FIXED POINT CALCULATIONS, ELSE USE DEFAULT

IF S/Q VALUE<A—BND THRESHOLD THEN PERFORM ALHPA—BLENDING USING FIXED POINT CALCULATIONS, ELSE USE DEFAULT

IF S/Q VALUE<GOURAUD THRESHOLD THEN PERFORM GOURAUD SHADING USING FIXED POINT CALCULATIONS, ELSE USE DEFAULT

IF S/Q VALUE<TEXTURE THRESHOLD THEN SET TEXTURE FLAG TO PERFORM TEXTURE MAPPING USING FIXED POINT CALCULATIONS, ELSE USE DEFAULT

RETURN

FIG. 11

740

750

760

APPROVED	O.G. FIG.	
, BY .	CLASS	SUBCLASS
DRAFTSMAN	<u> </u>	

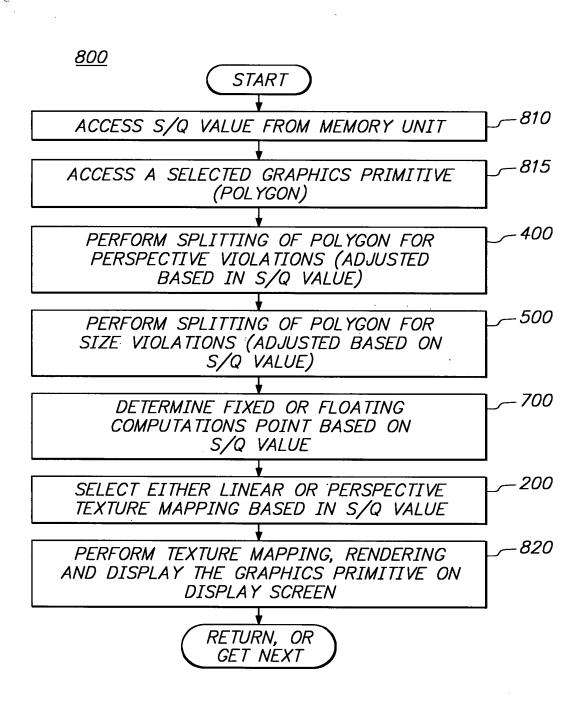


FIG. 12